

WARNING: TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

EPILEPSY WARNING

Please Read Before Using This Game Or Allowing Your Children To Use It.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

CONTENTS

Introduction	3	Pop-ups - know your tools	29
Installation	4	Park Attractions	32
Starting the Game	4	Rides	33
The Load Player Screen	4	Shops	34
The Lobby Screen	5	Sideshow	35
Navigating your way around the park	6	Miscellaneous Items	35
The Game Screen	7	Staff Room	36
The Control Panel	8	Monitoring Your Visitors	37
Instant Action Mode	8	Moods	38
Full Simulation Mode	10	Staff	40
First Steps - A Walk-Through	11	Staff Types	41
Laying a Path	11	Managing Your Staff	42
Building a Basic Ride	12	Information	45
Building a Shop	15	Research	46
Building a Sideshow	16	Finance	47
Building a Staff Room	16	Map Screen	49
Providing Toilets	17	Camcorder Mode/E-mail Postcards	51
Miscellaneous Items	17	Camcorder Mode	51
Building Multiple Features	17	E-Mail Postcards	51
Building a Track Ride	18	Game Menu	53
Building a Roller Coaster or Log Flume	19	Options Screen	55
Hiring Staff	23	The Context Sensitive Cursor	56
Opening the Park	24	Theme Park World Online	59
The Fledgling Park	26	Go Online	59
Developing the Park	26	Publish Park	62
Theme Park World - In Depth	28	Visit Parks & Chat	64
Winning Golden Tickets and Keys	28	Chat	67
Challenges	29	Getting around in Chat Mode	68
		Hints and Tips	71
		Credits	74

INTRODUCTION

Welcome to Theme Park World! You are about to enter the rich and wonderful world of the modern day Theme Park, but with a difference! You are the boss, so you get to make all the decisions, from where and how the rides are built to who cleans the toilets! You shouldn't be too worried though, because I'll be on hand to help you out if things get tough!

Pretty soon, you'll realise that you're in charge of a living, breathing and ever growing world of your own. If you're proud of your creation, you don't have to stop there. Go online and publish your Park on the Internet or explore other people's parks, make friends and chat. You can even vote for your favourite online Parks.

It's much more than a game; it's a whole new World!

Theme Park™ World!

INSTALLATION

For Installation instructions, please see the enclosed Reference Card.

STARTING THE GAME

The Load Player Screen

CREATE NEW PLAYER

If this is the first time you've played:

1. Click on a 'Create New Player' slot.
2. The New Player Log-in pop-up appears.



Choose your preferred game style:
Instant Action or Full Simulation
(see below)

Enter your name here

Instant Action - You start the game with a small pre-built park, some staff and automatic research of new attractions. We recommend you start the game in this mode to familiarise yourself with the controls and the way you should lay out a thriving park.

Full Simulation - You start the game with an empty plot of land. You make all the decisions right from the start.

3. **Confirm New Player Name** - When you're happy with your setting, click the tick button or press **Return**.

The Lobby Screen Appears.

LOAD PREVIOUSLY SAVED GAME

If you've played before:



Joystick - This icon indicates that this player is playing in Instant Action Mode

Bomb - This deletes the player, their parks and any saved game. Ensure you really want to delete it

Click on your player name to resume your game.

The Lobby Screen appears.

The Lobby Screen

Click to go to the Online Parks World View. You can chat, visit parks and vote (see the *Visit Parks and Chat* section on p.64)

Click to enter the park, click on the island itself or press **Return**

Click to move to other Theme Worlds (or use the LEFT/RIGHT arrow keys)

Helper Bar (**Ctrl** - **H** to toggle OFF/ON) - If you forget what any button does



Number of Golden Keys you have

Number of Keys needed to enter selected world

Press **Esc** for Game Menu (see p.53)

Available Theme Worlds

Lost Kingdom - A fantastic land where the dinosaurs still roam and huge monkeys scare the life, and the money, out of your customers!

Halloween World - A scarily fun trip into the dark recesses of Frightsville - It'll frighten the wits out of your dear customers and have them coughing up their...cash!

- **Other Theme Worlds** (Blacked-out)
(Become available when you gain Golden Keys)

Now, choose the preferred Theme for your park.

Click on the world of your choice to take your first steps down the path to riches and fame or mass-walk-outs and ruin!

Good luck!

Note: You may have parks open in more than one theme once you've gained enough Golden Keys.

Navigating your way around the park

Use the **mouse** to scroll around your park - Move the cursor to the edge of the screen to move in that direction. Alternatively, use the **Number pad arrow keys**

- Use the **UP/DOWN cursor keys** to zoom in/out
- Use the **LEFT/RIGHT cursor keys** to rotate the park.

Note: In the Options Screen, you can choose whether the view rotates smoothly or in 90-degree steps (see *Options* on p.55).

Press **Esc** to cancel the mode you are in. Press **Esc** again to bring up the In-Game Menu (see p. 53).

If you get lost, hit **Home** to take you back to the park gates.

Alternative Mouse Control Method

If you prefer, you can use the **right mouse button** to scroll by setting it in the Options Screen (see p. 55). If you do so, the park scrolls when you hold down the **right mouse button** - the direction and speed of scrolling is determined by the position of the mouse cursor relative to the centre of the screen.

For a full control summary, see the enclosed Key Command Card.

THE CONTEXT SENSITIVE CURSOR

You'll notice that the cursor changes depending on what you are pointing at or what mode you are in.



A pointing hand means you can click on a person or feature to gain more information.



An Arrow means you can click to open a pop-up on the control panel or select something in a pop-up.

For a full list of cursors, see *The Context Sensitive Cursor* section on p.56.

The Game Screen

You start the game looking at the entrance to your new park.



The Control Panel

This is your own personal information centre. You control the park here.



If you've chosen Instant Action Mode, read the following section for a short overview of the important aspects of the game.



Instant Action Mode

In Instant Action Mode, you already have a small pre-built Park with a team of staff. You don't have to deal with research as this is undertaken automatically.

The park is open and the kids are already starting to arrive at the gates so what can you do?



Attractions

Firstly, you can add new rides. You'll attract more visitors to the park and might make them stay longer, too. Then, maybe add more shops and sideshows. Both of these make you money and shops provide visitors with food and drinks, which will keep them happy. See the *Building a Ride* and *Building a Shop* sections on p.12 and p.15, for details on how to build attractions.



Staff

As your park grows you will need to hire more staff to keep up with the number of visitors. See *Hiring Staff* section on p. 23 for details on how to hire staff and the *Staff* section on p.40 for more detail on the staff, their roles and how to manage their priorities.



Miscellaneous Items

Talking of security, you can make your Guards a lot more efficient by building some security cameras around the park (See *Miscellaneous Items* section on p. 35).

Watch your spending!

With all this talk of building and hiring, it's worth pointing out that you should try not to overspend. Keep an eye on how much you are earning and try not to spend more than this. Remember; you need to pay your staff every month!



Research

Once you've built all of the initial attractions you should research more. You already have one Scientist working on new attractions, but, if you want to speed up the process of discovery, you could hire some more (see the *Research* section on p. 46).

A few final important points to keep in mind:

- Kids don't like to walk long distances. As your park gets bigger, build more toilets and shops in different areas of the park.
- Keep an eye on the customer satisfaction at your shops. Adjust the quality or price if your customers start getting upset. See the *Shops* section on 34 for details on how to adjust settings.
- Remember, that as your park grows, you'll be able to increase your ticket price accordingly (see the *Opening the Park* section on p.24).
- Keep the park looking good. Trees and bushes make much more pleasant eye candy than a flat featureless field. It's well worth buying some in, if you've got the money.
- Take a look at the tips that appear throughout the manual - they give great advice on how to run a more successful park!

Full Simulation Mode

In Full Simulation Mode, the learning curve is steep but enthralling. Building your Park from the ground up is very rewarding. If you refer to the following walk through, though, you'll be up and running in no time at all!

Now, let's get on with the walk-through....

FIRST STEPS - A WALK-THROUGH

Use this walk-through to build a small park. All the basics are outlined in the following section. If you want more information, remember that the Advisor is always on hand offering helpful advice and tips.

HELP BAR

The help bar at the bottom of the screen, gives you lots of useful information. When you point the cursor at something on screen, the text in the box describes exactly what you are pointing at and/or the result of a left-click.

To Switch Help off: Ctrl - H or see Options Screen (on p. 55).

Laying a Path

First off, a thriving park requires a good infrastructure...okay, I'll put it another way; without paths your customers and staff can't walk around your Theme Park doing whatever it is that customers and staff do. So, you'd better learn how to lay down some path.

1. Move the cursor inside the park and near to the gate, so that it's pointing at empty ground or an existing piece of path.
2. Left-click to activate the path-laying function. A blueprint tile appears.
3. Drag the blueprint out as desired.
4. Click again and the blueprinted section of path is laid.
5. Repeat the process for each section of path you want to lay.
6. Click on an existing piece of path to finish laying path.

Note: If a blueprint goes red, you cannot build the path in its current position. If you click, the path laying is cancelled. (This rule also applies when placing queues and tracks).

UNDOING YOUR LAST ACTION

- Press **backspace** while laying path and the last section of path laid disappears.
- Continue pressing to remove previously laid sections.

Important Note: Your network of paths must connect with the entrance. Your visitors rarely walk across grass to get to one of your attractions.



Building A Basic Ride

Now you've laid some path you need some features to attract visitors into your park. How about installing a basic ride?

OPENING A POP-UP ON THE CONTROL PANEL

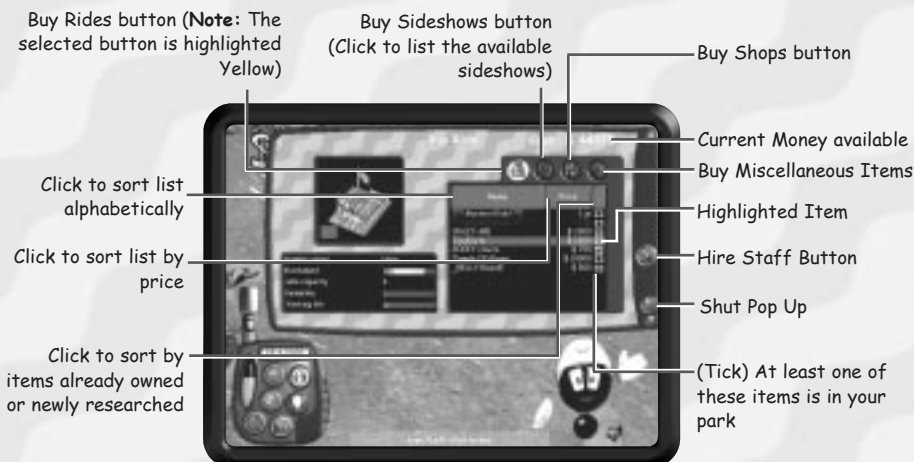
First, click on the Buy Attractions/Hire Staff button on the Control Panel.



Buy Attractions Hot Key: B

If the Hire Staff pop-up has appeared, click on the Buy Attractions button to switch to the Buy Attractions pop-up.

CHOOSING A RIDE



1. Ensure the Buy Rides button is highlighted
2. Highlight a basic ride (Crazy Ape). As well as the ride information, notice the animation of the ride in the window. This gives you an idea of how the ride will look when installed.
3. Click to select the ride. The pop-up closes and the ride blueprint appears.

PLACING A RIDE

1. Move the blueprint to the desired location, taking note of where the entrance and exit to the ride will be.
 - To rotate the blueprint clockwise press , (comma)
 - To rotate the blueprint anti-clockwise, press . (full stop)



2. Click and the ride is placed. The Queue is automatically highlighted as a blueprint.

Tip: Be sure to include plenty of indoor rides; they're great if the weather turns bad!



LAYING A QUEUE AREA

All rides need a queue for the people to wait in.

1. Drag out the queue in the same way as you would a path, clicking to lay each section.
2. Join the queue up with a nearby path by clicking on the path itself. The cursor changes to a link icon to indicate the joining of path and queue.



Note: Torches appear when the queue has been successfully connected to the path.

Tip: You can also connect paths to queues by dragging out a section of path and clicking on the end of the queue itself.

Undoing a section of Queue

To delete sections of queue while placing them, hit the **backspace** key.

To edit a queue once you have placed it, simply click on it. You can then drag out the queue as normal

Hit **backspace** to delete it section by section.

Note: Without a completed queue, your ride is inaccessible.

LAYING AN EXIT

Without an exit pathway, joining the ride to a path, your customers are unable to exit the ride and enjoy the rest of the park.

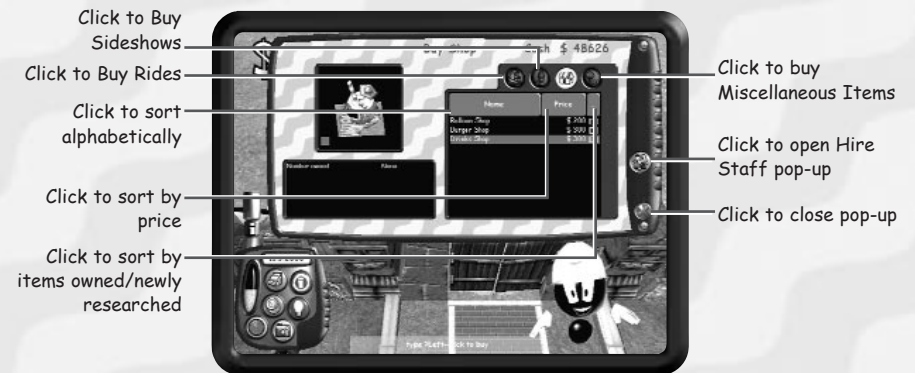
- Join the exit to the path in the same way that you laid the path.

Tip: If you can't see the exit because it's at the back of the ride, try rotating the park!



Building a Shop

Visitors get hungry and thirsty enjoying themselves so don't neglect their needs! They also love to spend their pocket money on all manner of Theme Park paraphernalia! It's important to provide an adequate number of shops both for your customers enjoyment - and to allow you to extract significant amounts of cash from the little devils, too!



PLACING A SHOP

1. Click on the Buy Attractions/Hire Staff button (or press **B**).
2. If the Hire Staff pop-up has appeared, click on the Buy Attractions button.
3. Ensure the Buy Shop button is highlighted (yellow). Now, highlight and select a shop (Drinks Shop).
4. The pop-up closes and the cursor changes to the laying features cursor (See *Context-Sensitive Cursor* section p.56 for a full list of cursors).
5. Move the blueprint to the desired location (Noting the position of the Entrance and Exit). If required, rotate the blueprint with the , and . keys, then click to place it.

6. Ensure that a path links the shop to the rest of your park.

Note: Shops and Sideshows have an entrance and exit on the same tile.



Building a Sideshow

1. Click on the Buy Attractions/Hire Staff button (or press **B**).
2. If the Hire Staff pop-up has appeared, click on the Buy Attractions button. Now, click on the Buy Sideshows button.
3. Highlight and select a sideshow (Jungle Spray).
4. The pop-up closes and the cursor changes to the laying features cursor.
5. Move the blueprint to the place you want to place it in your park, then click (Note that Entrance and Exit take up only one tile).
6. Ensure that the sideshow is linked to the rest of your park by a path.



Building a Staff Room

Happy, efficient staff keep your Theme Park in tip-top condition but they won't stay that way for long if they have nowhere to rest and recuperate. Better build a Staff Room!

- Click Buy Attractions/Hire Staff then click the 'Miscellaneous Items' button in the Buy Attractions pop-up. Select the staff room from the list, and place it in the park.
- Make sure you provide your front-line operatives with ample Staff Rooms.

Tip: Unhappy staff soon become rowdy staff. Rowdy staff are prone to strike!



Providing Toilets

All those exciting rides and refreshing drinks produce a constant stream (if you'll excuse the pun) of visitors wanting to answer the call of nature. Stint on toilets and, apart from the negative effect upon your customers' enjoyment, who knows where they'll end up going!

PLACING A TOILET

1. Open the Buy Attractions pop-up (or press **B**). Ensure the Miscellaneous Items button is highlighted.
2. Now choose and place the toilet in the same way that you placed the Shop (See the *Placing a Shop* section on p.15).



Miscellaneous Items

Choose these as and when you think that they are necessary. These features enhance your park's appearance and functionality and can mean the difference between a good Theme Park and a great one!

Note: Miscellaneous items may not all give immediate payback, but a feature-packed park improves your customers' happiness levels and they may stay longer as a result.

Building Multiple Features

Time is money and anything that speeds the development of your park helps.

TO PLACE MULTIPLE CHOSEN FEATURES

Hold the **Ctrl** button when placing an item. The blueprint remains and you may then place another of the selected item.

Alternatively:

Point at an item so that the finger cursor appears, then hold down **Ctrl** and click. A blueprint of that item appears allowing you to place it.



Building a Track Ride

1. Click the Dino Karts Ride in the Buy Ride pop-up.

Note: You must first have researched this ride (*Research* on p.46).

2. Place the ride, taking account of both Entrance and Exit. You should also leave room for the track circuit that you are about to lay.
3. The queue cursor is activated so ensure you complete the queue and join it to a path as you did with the earlier ride (See *Laying A Queue Area* on p.14 for a full explanation).



Track blueprint active - click the right-hand track stub to activate the track-laying function.

Track Laying cursor

Uncompleted Ride - Ride opens when a complete circuit has been laid and the queue and exit have been completed

4. Now, click the right-hand track stub (see above) and drag out the track. Each time you want to place a bend in the track, click.
 5. Continue laying the track until you are happy with it. Click on the left-hand track stub to make the circuit complete. You may cross paths and queues, and even make crossroads in the track to add excitement.
- Hit **Backspace** to delete last section of track.

Building a Roller Coaster or Log Flume

The highlight of any Theme Park visit is a gravity-defying roller coaster or log flume. If your research allows, you can now construct one of these A-list attractions. The kids are sure to flock from miles around!

Note: To build a roller coaster or log flume, you must complete the research (*Research* on p.46) first.

LAYING A BASIC ROLLER COASTER

1. Click and place the ride (Temple Of Gloom) in the same way as the DinoKarts.

Pylon - Drag out the blueprint and click to lay a pylon

Coloured area indicates where the next pylon can be placed



Ride Start

Blueprint

Track-laying cursor

2. Place the queue and connect the exit path (See *Laying a Queue section* on p.14)
3. Now, click the right-hand track pylon and drag out the track. Click each time you want to place a pylon (Pylons are the support structures that carry the track).
4. Continue placing pylons until you have made a complete circuit (click the pylon on the left-hand side of the ride to complete the circuit, or click the ride itself. Notice the joining link icon when you click. Be sure that the pylon on the left-hand side of the ride is within the coloured area).

Note: You can press **backspace** to remove previously placed pylons.

5. To check that all is well, click on the body of the ride (finger cursor). A warning sign will alert you if the ride is not ready to open.



ROLLER COASTER CONSTRUCTION CONTROL PANEL

Build or edit tracks and pylons of roller coasters and log flumes in this control panel



Build Normal Track Pylons (selected = depressed). Click this button when you return to complete an unfinished track or when making additions.



Build Loop-The-Loop Pylons. Click this button to build a loop-the-loop; the next 2 pylons you place will be special loop-supporting pylons.

Note: This type of pylon is not available until you have upgraded the ride to at least level 2. Some coasters do not have loop pylons.



Move a pylon -Click this button, then highlight and click and hold a pylon to 'pick it up' and fine-tune its position. Release the button to place it in the required position.



Rotate Track on top of a pylon - Click on this button, then click and hold the pylon you want to adjust. Move the mouse to rotate the track, then release the button when you are happy with the change.



Raise/Lower Pylon - Click this button then click and hold the pylon you want to adjust. Move the mouse up (raise) and down (lower) to adjust its height and release the button to confirm the change.

Note: You can adjust the height of individual pylon sections within a stacked pylon. Simply highlight and click the required section of the pylon then adjust as described above.



Track Banking - Click this button then click and hold the pylon you want to adjust. Move the mouse to pivot the track and release the button when you are happy with the change.



Swap a Track section up through a pylon - Used when more than one piece of track is supported by the same pylon. For example, when creating a stacked spiral (See *Stacking Roller Coaster and Log Flume Tracks* section on p. 22). Click this button, then click the track section you want to move.



Swap a Track section down through a pylon - See *Stacking Roller Coaster and Log Flume Tracks* section on p. 22.



Remove pylon(s). Click this button, then highlight and click the pylon you want to remove. Highlight and click on another pylon (or click the same pylon again, if you want to remove that one alone) and all the track and pylons between those points are deleted.



Close the Control Panel

- Make the ride more exciting by raising sections of the track.
- Banking the track on bends will avoid making your customers too ill.

BAD TRACK



When you lay a more complicated track, for example, one that collides with another object in the park, the blueprint turns red. This indicates that the track is bad and the coaster won't work.

However, you may still place the pylon but you must ensure that you fix it (by adjusting the height of the pylons, for example). If you do not, the ride cannot open.

Note: Any sections of laid track affected remain highlighted red until you make the necessary adjustments. Track sections may also turn red (invalid) when you edit the coaster, for example if you make the corners too tight.

STACKING ROLLER COASTER AND LOG FLUME TRACKS

Roller Coaster and Log Flume pylons can be stacked upon one another to create large spirals and multi-level cross-overs.

To stack pylons:

1. Firstly, begin by laying a track as you would normally (see the *Laying a Basic Roller Coaster* section on p.19). Ensure that your track follows a wide, sweeping circle in order to create an effective spiral.
2. When you reach the first pylon you want to stack on, position the cursor over its base.



3. Click to stack the track on the pylon.
 4. Continue stacking until you are happy but remember, any red track must be adjusted so that the roller coaster or log flume can open.
- If you want to create a downward spiral rather than an upward one, use the 'Swap a Track section UP/DOWN through a pylon' buttons from the Roller Coaster Construction Control Panel (see the *Laying a Basic Roller Coaster* section on p.19).

- You needn't restrict yourself to spirals. The only limit is your imagination!

Note: The total height of a stack is limited. When this limit is reached, you cannot stack onto the pylon unless you reduce its height using the Raise/Lower Pylon function (see the *Laying a Basic Roller Coaster* section on p.19).

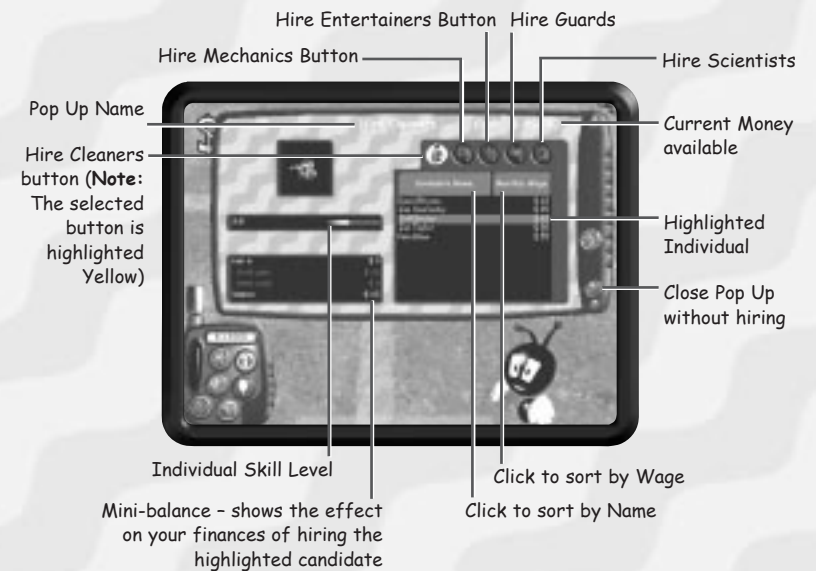


Hiring Staff

A successful Theme Park needs Cleaners, Mechanics, Entertainers, Guards and Scientists. You should ensure that you always have enough of each staff type to keep your Theme Park in good running order.

Note: In Instant Action Mode you already have one of each staff type. However, as you expand your park and the kids flood in, you're certainly going to need to hire more!

Hire Staff Hot key: H



1. Click on the Buy Attractions/Hire Staff button
2. If the Buy Attractions pop-up has appeared, click the Hire Staff button to switch to the Hire Staff pop-up.



Note: Press H to jump straight to Hire Staff pop-up.

3. Click on the Staff Type button you want to hire. A list of available candidates appears.
4. Highlight a candidate to view their respective skill level.
5. Click on a candidate to select him or her. The pop-up closes.
6. Point at a path in the park and click again to drop the new member of your staff. They'll go about their business.

Note: For more advanced Staff control methods, see the *Staff* section on p.40.



Opening the Park

It's time to let the paying punters in. They're clamouring at the turnstiles and if you don't open up soon they'll be off to your nearest competitor.

Note: In Instant Action Mode the park is already open. In Full Simulation Mode only open the park when you have one Cleaner and Mechanic.

To open the gates, click on the gates or ticket booths.

The Ticket Price pop-up appears.

THE TICKET PRICE POP-UP

Tickets to the park are your main means of earning money. If your park is popular, raise prices to bring in more money. Kids always pay for a top-notch park.

Ticket Price Hot Key: G

Click to open Staff Training Budget pop-up (See the *Finance* Section on p.47, for more information)

Click to rename your park



Click to open Loans pop-up

Click to open Financial Information pop-up

Click to leave the Ticket pop-up

Click adjust the ticket price

Click to Open/Close Park

- Click the + and - buttons to adjust the ticket price.
- Click to toggle the Park Open (Green light) / Closed (Red light)

Tip: The higher the price you charge, the more impressive your park must be. Your punters may be children but they aren't stupid! A 'thumbs down' Mood bubble indicates that an individual thinks that something is too expensive.

THE FLEDGLING PARK

So, you've got yourself a pretty tidy little park. If you've followed the instructions, you're well on the way to creating the sort of park kids flock to.

To progress from your basic park, you need to start thinking about the details, optimising every feature and member of staff in your park, so ensuring that your coffers swell and the visitors stay happy.

Below are some factors you should think about, if you want to take your Theme Park experience to a more advanced level.

Developing the Park

- **Quality Control** - You can adjust the price, quality and ingredients of the goods sold in your shops. This can increase your profits but be careful, it may have an adverse effect on your customers' enjoyment and mood.
- **Monitoring your Visitors** - By now, you'll have noticed thought bubbles above the heads of your visitors. This information lets you know what your customers are thinking. Armed with this information, you can then take the appropriate action. See the *Monitoring your Visitors* section for in-depth information.
- **Staff** - Do you have enough of each Staff type in your park? If not, your park may be a rowdy, untidy and even dangerous place. Look at the *Staff* section on p.40 for an in-depth explanation of staff and how to make the most out of them.
- **Research & Scientists** - To keep your Theme Park up-to-date and as much fun as possible, you need to set up and fund a research programme. You'll need to hire Scientists and set their research priorities in the Research pop-up (See the *Research* section on p.46, for further information).

- **The Map Screen** - The Map Screen enables you to highlight problem areas, queue logjams and a plethora of other definable information. Its usefulness for the advanced Theme Park owner should not be underestimated (See the *Map Screen* section on p.49).
- **Golden Tickets** - You'll have received a Golden Ticket or two by now. These tickets are won when you hit certain targets. For every three tickets you win, you gain a key.
- **Golden Keys** - Golden Keys open the way into other, as yet undiscovered, Theme Parks in the Lobby Screen. See the *Winning Golden Tickets and Golden Keys* section on p.28 for more information.
- **Loans** - If your cash flow situation is in trouble or you need a bit extra to build that whizz-bang log flume, head to the *Loans* section on p. 48 for the inside line.
- **Buying Land** - To expand your Theme Park, you'll want to purchase additional land.
- To buy land choose Miscellaneous Items in the Buy Attractions pop-up, then highlight and select Buy Land.

THEME PARK WORLD - IN-DEPTH

To be a successful Theme Park owner, you need to wear many hats, just like your Advisor, in fact!

By now, you'll have seen your park grow in size, and hopefully, popularity. Now you need to start getting down to the brass tacks details to progress into the ranks of the world-class Theme Park owner.



Winning Golden Tickets and Keys

GOLDEN TICKETS

Golden tickets are a currency in the game that can be spent on the mystery items you may have seen in the Buy Attractions pop-ups. These items make your park a more exciting and fun place to be so win those tickets and buy away!

So how do I win them, I hear you cry?

Well, without giving too much away, you need to make your Theme Park as good as is humanly possible. If lots of kids visit your park, that's great and you might be rewarded. But don't think that's the only way to win tickets. Great rides, careful management, massive expansion and super research can all be rewarded, so make sure you attend to all the aspects of your new Theme Park.

Don't worry too much though, the Advisor is always on hand to give you helpful advice. With his assistance, you'll be winning tickets left, right and centre!

GOLDEN KEYS



For every third ticket you gain, you also win a golden key! These keys let you into the other Theme Parks, so that's yet another reason for you to strive for those elusive Golden tickets!

Note: Buying the mystery items doesn't mean that you lose your right to any keys you've won.

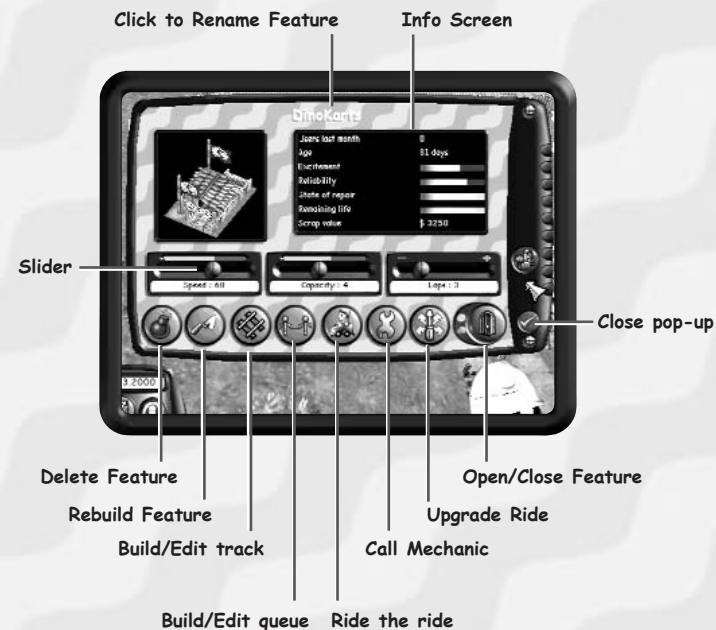
Challenges

From time to time, the Advisor will give you a challenge. These challenges give you a cash prize if you succeed, which shouldn't be sniffed at.

Unfortunately for you, all of his challenges need to be completed in a set time. If you fail then the challenge won't be offered again.

Pop-ups - know your tools

Pop-ups are a quick and efficient way of checking on multiple aspects of a feature. The following list explains some of the most common features you'll see in the pop-ups.





Close pop-up - Click this button to close the pop-up saving any changes.



Close pop-up - Click this button to close the pop-up cancelling any changes.



View next/previous item - Click these buttons to view the next/previous item of this type in your park.



'Sort By' Toggles - In many pop-ups, the title bars actually double as a handy way of ordering the items displayed. Click a toggle to sort something using the heading criteria. Click a second time to reverse the order.

Renaming Features - Attractions, Staff and the Park itself can be renamed by clicking here. You can personalise your park and even use the new names to assist you in managing various features with the same appearance!

Info Screen - This gives you the selected features statistics allowing you to gauge how your adjustments affect factors such as reliability, excitement, popularity (rides) and takings, profit and customer happiness (shops).

Slider - Click and drag to adjust variables.



Delete Feature - Delete a feature and gain the scrap value (However, if the item is unused and less than a month old, you are refunded the full purchase price!).



Rebuild Feature - Enables you to re-position a feature. Useful as your park develops



Build/Edit track - For track rides, click this button to edit the track.



Build/Edit queue - Some rides attract more customers than you may have anticipated. Click this button to edit a queue.



Ride the ride - Experience your rides up close and personal! Fantastic fun, but remember while you're riding, life in the park goes on!



Call Mechanic - If a ride is wearing out or has broken down, click this button to log and prioritise the job. A mechanic (if you have one) is dispatched as soon as he is available. **Note:** Toilets have a similar button allowing you to call a cleaner.



Upgrade Ride - Once discovered, you can upgrade your rides or add new features to them. Click this button to check the upgrades available to you (See the *Upgrades* section on p.47).



Open/Close Feature - Enables you to open and close a ride, shop, sideshow or toilet.

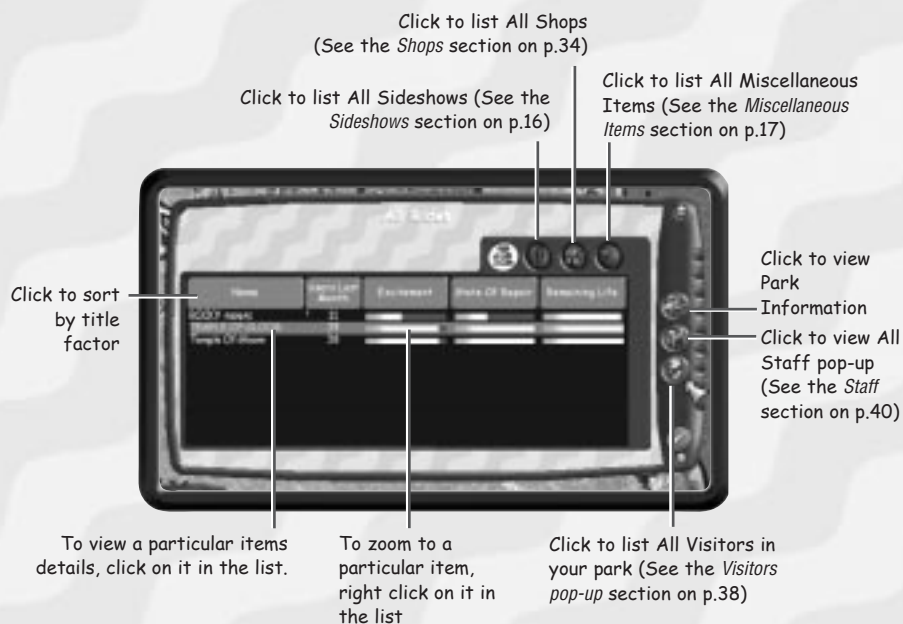


PARK ATTRACTIONS

The All Attractions pop-up gives you an overview of everything you've built in your park.

All Attractions Hot Key: A

The screenshot below shows the All Rides section of the All Attractions pop-up. All the other sections function in a similar way.



Rides

Rides are the attractions that really pull in the crowds. Keeping them in good working order should be a priority. However, you should also watch out for full queues and upgrade potential.

THE INDIVIDUAL RIDE POP-UP

The Individual Ride pop-up is the ride's control centre and you can make all manner of decisions related to the ride right here. If you are unsure of any of the buttons, see the *Pop-ups – Know your tools* section on p.29.

To check out the status of an Individual Ride

Point at the body of the ride (Pointing Finger), then click. Alternatively, highlight and click a ride in the Rides section of the All Attractions pop-up.

Ride Tips

- Watch out for smoke pouring out of the body of a ride. This is a tell-tale sign that the ride has broken. Send a mechanic immediately!
- Don't run your rides in the red; if you do, they'll be less reliable and, ultimately, wear out quicker.
- Checking the Rides section of the All Attractions pop-up gives you a good, general overview of all your rides.

Tip: Don't wait until a ride breaks down before calling a mechanic. If you do, its remaining life is reduced considerably. Instead, call a mechanic when the ride's State of Repair is low.



Shops



- button - Click to reduce factor

+ button - Click to increase factor

Apply Settings To All - For shops and sideshows, click this button to apply the current settings to ALL shops or sideshows of the same type

Shops have some additional controls on the pop-up, shown above.

In your Theme Park, shops provide your customers with havens of refreshment, nourishment and gifts. These shops will run themselves but you can adjust a number of variables to improve your money-making opportunities or provide your customers with top-notch produce.

Shop Tips

- Try making extreme adjustments and then monitor how the different shops fair in the All Shops pop-up. You'll also see your customers' response to your adjustments by watching their thought bubbles when they visit the shop.
- If a shop is performing poorly you might try moving its location or adjusting the variables of price and quality.



Sideshows

Sideshows are games of chance where customers can often win a prize. Set the cost of the prize, the chances of winning and the price for a game, then watch the money roll in! As with shops, keep an eye on your customers' reaction to the adjustments you make.



Miscellaneous Items

Miscellaneous Items include things like toilets, staff rooms, fountains, trees and bushes.

Miscellaneous Items Tips

Toilets require cleaning, they can be opened/closed if necessary.

Security cameras assist your Guards in keeping the kids in line.

Trees and bushes help to keep the air clean and improve the parks' appearance.

Fountains make the park more pleasant.

Litter bins encourage the kids to throw away their trash and eases the workload.

Staff Room

Check up on your Staff

You can check who's in the Staff Room at any time by clicking on it. You may take staff members from the Staff Room and put them back to work at any stage during the game. However, you should check their energy levels before doing so, if you're to avoid upsetting your poor put-upon employees.



Select the Staff type you wish to select

Staff Members of selected type currently resting

TO RETURN A STAFF MEMBER TO WORK

1. Click on the Staff Room.
2. From the Staff Room pop-up, select the staff member that you wish to put back to work.
3. The Individual Staff Member's pop-up appears.



Pick up staff member

4. Click the 'Pick up Staff Member' button and click in the desired location to return him or her to work.



MONITORING YOUR VISITORS

Your visitors are the key to your success ! Upset them and they'll be out of your park quicker than you can say 'greasy burger'! Give them what they want and they'll stay in your park, spending lots of money and creating the sort of atmosphere that other Theme Park owners would die for!

So how do you check how you're doing? In the All Visitors pop-up, of course.



ALL VISITORS POP-UP

All Visitors Hot Key: V



Click and drag the slider to look quickly through the list

Click to view All Attractions

Click to View Park Information (See the *Information* section on p.45)

Click to view All Staff

Highlight and click a visitor to view the Individual Visitor pop-up

Click the Arrows to scroll visitor by visitor

Click to sort by Visitor Mood - These are the visitors' current overwhelming thoughts and give a good indication of where you're failing your customers (see the *Moods* section on p.38 for descriptions)

INDIVIDUAL VISITOR POP-UP

The Individual Visitor pop-up allows you to view information about each and every visitor to your park.



Visitor Stats

View next visitor

View last visitor

Return to the All Visitors pop-up

Close pop-up

Visitor's current mood (See the Moods section on p.38)

Binoculars button

- **To Track a visitor** – Click the binoculars button. The pop-up closes and the view zooms to the individual. Right-click to stop following the individual.
- Click the visitor button on the new Control Panel extension to locate the other visitors one by one. To return to the Individual Visitor pop-up, click the visitor's name above the button.



Moods

You can gauge the success (or otherwise) of your park at a glance by checking the Mood icons that appear over the heads of your visitors.

- You can get a feel for general trends by looking at the Happiness bar on the Control Panel
- Check the Park Information pop-up for most common thoughts or the All Visitors pop-up for detailed information and individual feedback.



These visitors are getting on OK – you haven't upset them but, equally, you haven't blown their minds, just yet.



No complaints here – these visitors are happy and having a great time.



Your park rules! These kids couldn't be having any more fun even if they wanted to.



These folks aren't having such a great time. Work out why and sort it!



These hapless visitors are confused – help them out!



These people are bored – give 'em something to do.



Uh-oh, angry folks. You'd better try and appease them and sharpish.



These kids are sick as parrots. Maybe the rides are too severe or, then again, perhaps you've neglected the toilets.



These poor souls are trembling at the knees with fear. Maybe some of your rides are a little too EXTREME for them?



Whatever these kids are doing, they're enjoying it thoroughly.



Boo! Hiss! Whatever they've just encountered, they're none too impressed. Sort it out!



The visitor needs some food if they're going to stick around. Make sure you've got somewhere for the peckish to get a snack.



Thirsty visitors -you've got enough Drinks Shops, I take it?



These people want food and drink - have you got those features in place?



What's the hold up? These visitors are getting pretty tired of queuing.



This place is a mess! Visitors are not happy with the state of your park.



The kid wants to go to the toilet. Make sure you've got at least a couple in your park.



STAFF

Look after your staff and they'll look after your visitors, your park and, ultimately, your interests.

TOP TIPS FOR KEEPING STAFF HAPPY

- Provide ample Staff Rooms.
- Provide On-the-job training (see the *Staff Training Budgets* section on p.48).

Staff Types

Cleaner



Cleaners keep your park clean, sweeping up litter, maintaining the toilets and mopping up the wee accidents that often happen after a particularly stomach-churning ride!

Tip: Place a Cleaner and set his patrol area to cover litter 'black spots'. If you build a staff room close by, he can tidy up the mess, and rest himself adequately without leaving the area unattended for too long!

Mechanic



The fun technicians! These chaps ensure that rides keep running, all year round and whatever the weather. Remember, every couple of rides you build needs another Mechanic.

Entertainer



Queues are boring, Entertainers entertain. Put the two together and even standing in line can be fun for your lucky visitors!

Guard



The visitors might be kids but kids can misbehave as well as the next person! Guards are there to keep things under control theoretically.

Tip: Install Security cameras to make the Guards more effective.

Scientist



The fun professors! Without a Scientist or two your park will soon look out-of-date, passé even! Check the Research section for more information on employing your Scientists.



STAFF MOODS

Staff have feelings too! As well as feeling happy, sad or confused they may also display the following emotions:



The staff member is tired. He or she will work slower until they've had a rest!



The staff member is going on strike!



Managing Your Staff

To get the most out of your staff, you need to manage them effectively.

All Staff Hot key: S

ALL STAFF POP-UP

You view your staff members by type. You can instantly see what they are doing, their wage and their skill level.

- Click on the Staff Type buttons to view employees of that Type.
- Click on a staff member to view the Individual Staff Member pop-up.

INDIVIDUAL STAFF MEMBER POP-UP

Staff information box - Detailed info on skill level, happiness, energy, wage and length of employment

Click to fire the member of staff

Click to pick up the member of staff - The pop-up closes and you can then drop the individual anywhere in your park



Click to locate the individual staff member - The pop-up closes and the view zooms to the individual. Right-click to stop following the individual

Click to view the All Staff pop-up

Click to Set the individual's patrol area. See Setting a Patrol Area section p44)



To Track a Staff Member - Click the binoculars button.

The pop-up closes and the view zooms to the individual. Right-click to stop following the individual.

- Click the staff buttons on the new Control Panel extension to locate other staff members one by one. To return to the Individual Staff Member pop-up, click the name above the buttons.
- Keep an eye on staff happiness; if there's one thing worse than lazy staff, it's staff who are on strike!

Key to Staff Status



= Patrolling/Idle



= Working



= Resting



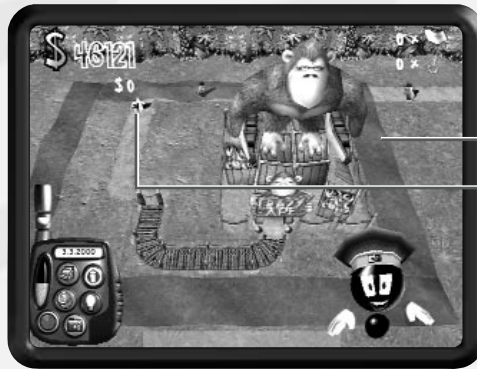
= On strike



SETTING A PATROL AREA

You can ensure your staff are efficiently employed by setting their patrol area.

1. Highlight the member of staff so that they stop and the finger cursor appears. Then click to select.
2. The Staff Member Status pop-up appears. Click on the Patrol Area button (displayed above). The pop-up closes.



Limit of Patrol Area

Member of Staff

3. To set the area, click one corner of the required area and drag out the mouse.
4. When you are happy with the patrol area, click again to confirm.



A red cross over the Patrol Area button indicates that you have already set that individual's area of responsibility. To cancel it, click the button. Click it again and repeat steps 3-4 to set a new area.

Tip: The *nearest* member of staff is always summoned to attend whatever needs fixing/cleaning etc. An even spread of staff across your park will ensure response times are kept to a minimum!

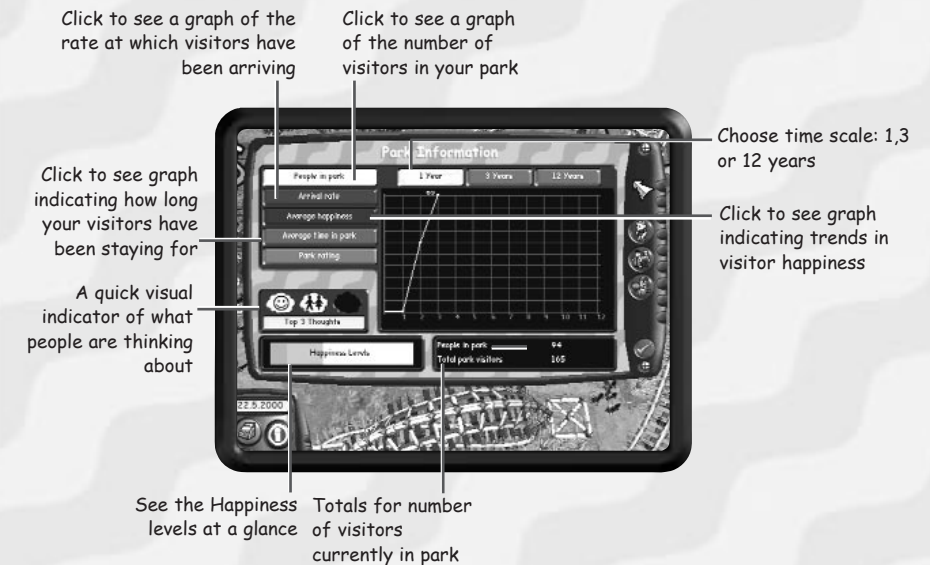


INFORMATION

The Information pop-ups are your window on the Theme Park. You can view information relating to all your attractions, shops, staff and visitors from this pop-up. You'll already be familiar with the Attractions pop-ups (if not see the sections earlier in the manual). However, you might not have seen the following pop-up:

PARK INFO POP-UP

A graphical information panel, which allows you to quickly spot trends over different time scales.



Information Tips

- Use the Information pop-ups to check out how important decisions you have made have affected your park's popularity and profit levels.



RESEARCH

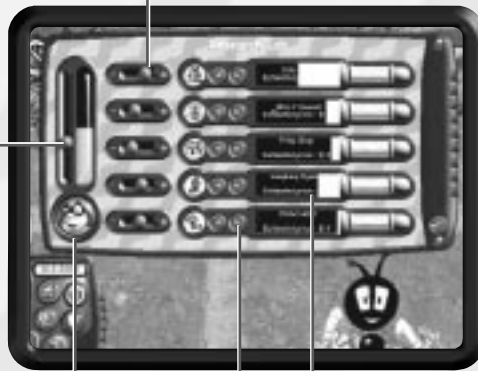
A winning Theme Park always keeps one step ahead of the competition with the latest and most exciting rides. Hire a Scientist as soon as possible and ensure that you set their research priorities in the Research pop-up.

Note: Research is automatic in Instant Action Mode. You start with one Scientist in the park, and discoveries are made automatically. However, hire more Scientists and the speed of discovery will increase!

THE RESEARCH POP-UP

Click and drag to adjust the level of research

Click and drag to work the Scientists harder - Caution! Don't work the poor fellows in the red for too long - if you do they'll become unhappy and eventually go on strike!



Check the visual indicator to see how hard you are working them.
Red = Danger; Green = OK

Click to cycle through Attractions to be researched

Research progress



UPGRADING A RIDE

You can discover two levels of upgrade for most rides. These 'standard' upgrades improve your rides reliability, top speeds or capacities.

1. Once discovered, the Advisor informs you of the upgrade
2. To purchase the upgrade, go to the Individual Ride pop-up and click the Upgrade button (above).
3. In the Upgrade list, click the desired upgrade.



4. If you chose a version upgrade, a Mechanic is called to the ride and work begins. When work is complete, the ride re-opens and an icon appears above its entrance to indicate that it has been upgraded.

Note: Some rides have additional components you may research and discover. You are advised of these discoveries in the same way as regular upgrades. To install them, you must place them in the park as you did with other items.

Additional Track Ride Components

- Note that for additional track ride components, you can only place them on top of existing straight sections of the ride's track.



FINANCE

The Finance area allows you to see trends in your cash flow and to take action to correct problems in your spending, repairs, and investment in new attractions.



FINANCIAL INFORMATION

Financial Information Hot Key: F

Allows you to see trends and take the appropriate actions.



CHANGE TICKET PRICE

Park Gate Hot Key: G

Set the ticket price or open/close the park.



STAFF TRAINING BUDGETS

Training Hot Key: T

Set the training budget for each staff type. Costs you money but will increase your staff skill levels over time. This will increase the effectiveness of your workforce and make your park run more smoothly.



LOANS

Take out loans to finance new attractions. Be careful, though, because you've got to keep up the repayments every month

Loans Hot Key: L

You can sort by clicking any column

Click to view Available Loans
Click to view Outstanding Loans

To take out or repay a loan, click on the loan of your choice



Financial Information pop-up
Ticket Price pop-up
Staff Training pop-up

Loan Information

Loan Term - The number of monthly repayments necessary to clear the loan.

Monthly Repayment - The amount of money you'll pay back in each month of the term.

Total Payable - This is the total amount you will pay back should you take the loan.

For Outstanding Loans you will see the Term Remaining and the Remaining Balance.

By all means, take out a loan but remember it's another monthly fixed cost that you must pay. If you don't, you could well send your Park bankrupt!

Note: Loans are not available in Instant Action Mode.



MAP SCREEN

Map Screen Hot Key: Space

Use the Map Screen to get an overall view of the park and how it is functioning.



Click to scroll around the map

Click to Zoom In/Out

Click to show location of Staff

Click to return to the game (Game is paused whilst in Map Screen)

Click to show Rides/Sideshows/Shops/Miscellaneous Items/Tracks on map

Click to show Visitors/Customer Satisfaction/Happiness/Excitement

To view the Attractions of one type, click a button in the lower-left corner.

- When you view rides, its state of repair is represented by colours - from green (okay) through yellow to red (broken down).
- If an attraction has a black outline, it is closed.

To see how your customers are enjoying the park, click one of the lower-right buttons.

- When you view customer satisfaction, the colour of a shop or sideshow indicates how satisfied the visitors are with it - from green (great) through yellow to red (poor).
- When you view visitor happiness, the colour indicates how happy the visitors are - from yellow (very happy) through orange to blue (unhappy).
- When you view excitement, the colour of a ride or sideshow indicates how exciting it is - from green (very exciting) through yellow to red (not very exciting).

To view your Staff, click a button on the right edge.

- The patrol area of each staff type appears in blue.
- When you view Cleaners, messy areas of your park will be shaded red.
- When you view Entertainers, the area in which they are effective is shaded yellow.
- When you view Guards, the area in which they are effective is shaded green, as will any areas covered by security cameras.

To close the Map Screen

Click anywhere on the map to close the screen and snap the view to the place you clicked.

Note: If you click on a feature, staff member or visitor, the appropriate pop-up appears.



CAMCORDER MODE/E-MAIL POSTCARDS



Camcorder Mode

Camcorder Hot Key: **C**

Click on the Camera then on the Camcorder (or press **C**). Now, click at a point in your park and explore your park in the flesh - well, virtually!

To Explore the Park

Look UP/DOWN/LEFT/RIGHT - Move **Mouse UP/DOWN/LEFT/RIGHT**

Walk forwards/backwards - **UP/DOWN** arrow keys

Turn left/right - **LEFT/RIGHT** arrow keys



E-Mail Postcards

Send e-mail postcards to your friends around the world. Enter their details or retrieve them from your address book (See the *Address book* section on p.53).

E-mail Postcard Hot Key: **Ctrl - P**

SEND E-MAIL POSTCARDS

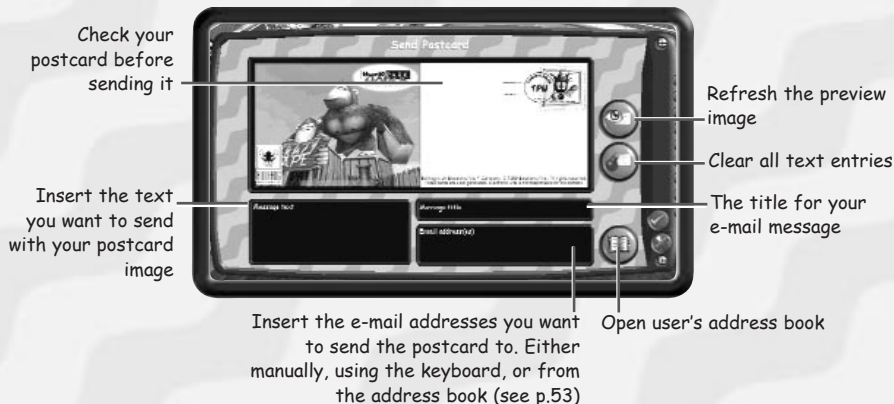
Composing an E-mail

Capture a fun image of your park, add a message and send a unique postcard to your friends anywhere around the world.

1. Move around your park until you find a view that you want to use as your postcard image.
2. Click on the Camera then on the Postcard button (or press **Ctrl-P**). The Postcard pop-up appears.

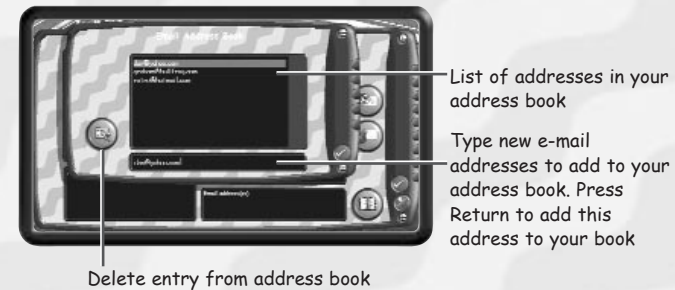
Note: You can also send a postcard while in Camcorder mode. To do so, press **Ctrl-P** when you're happy with your view.

3. Enter your message title and text.
4. Enter the e-mail addresses of the people you want to send your postcards to or click the Address Book button to retrieve these from your address book.
5. Click the Refresh button (see the screenshot below) to see how your finished postcard will look.
6. You can start again by pressing the Clear All button (see the screenshot below).
7. When you're happy with your postcard, click on the tick button to send. Alternatively, click on the X button to cancel sending.
8. If you are currently connected to Theme Park World Online, your postcard is sent immediately. If you're not connected, your postcard is sent to your outbox and can be sent at a later stage. A message will appear informing you that your e-mail has been saved in your outbox.



ADDRESS BOOK

Insert and store your most frequently used addresses here.



OUTBOX

If you send an E-mail postcard while offline, it is stored here. Next time you visit your lobby, an icon indicates that you have unsent mail. Click this to go online and open your outbox.



GAME MENU

When you press the **Esc** key during the game a menu appears giving you a number of options:

Load

Left-click on a previously saved park to load it.

Save Game

• To Save a park:

1. Left-click on the new save slot and enter a name to identify the park.
2. Click on the green tick. The park is saved.

Go Offline

Select this option if you want to disconnect from the Internet.

Publish Park

If you think your Theme Park is worthy, why not publish it in your pre-allocated slot on the TPW website? Go on, lay down the gauntlet! (See *Publish Park* section on p. 62 for details).

Options

Go to the Options Screen to fine-tune your Theme Park World experience.

Resume Game

Return to the game.

Exit to Lobby

Return to the Lobby Area. Your park is automatically saved, and you will pick up at this point when you come back to it.

Quit Game

Exit to Windows®

Note: When you quit, your entire game is automatically saved. You pick up at this point when you re-enter the game through the Player Log On.

OPTIONS SCREEN

The Options Screen lets you configure the game for best performance on your PC.

3D Card Rendering/Software Rendering - if you have a 3D card in your PC you should choose the '3D Card Rendering' option.

Primary/Secondary Video Card - choose the 'Primary' option unless your 3D card is set up as a secondary video card.

Screen Resolution - Higher resolutions will require a powerful PC, or game performance may suffer.

Graphics Quality - Higher quality will require a powerful PC, or game performance may suffer.

Audio Quality - Higher quality will require a powerful PC, or game performance may suffer.

Sound Effects Volume - Adjust the volume to your preference, or turn the sound ON/OFF.

Music Volume - As above.

Speech Volume - As above.

Movie Volume - As above.

Advisor - Turn the advisor ON/OFF.

Tutorial - Turn the tutorial advice ON/OFF.

Popup Help - Turn the helper bar ON/OFF.

Confirmations - Turn On/Off the messages which appear asking you to confirm certain actions.

Right Button Cancel - When turned ON, clicking the right mouse button exits the current mode, as if you'd pressed the **Esc** key.

Camera Rotation - Choose 'SMOOTH' if you want to be able to rotate the park freely, or '90 DEGS' if you want rotation to be locked to the 4 compass points.

Scroll Using Pushscroll/Right Button - 'PUSHSCROLL' if you want the park to scroll when you point near the edge of the screen. If you choose 'RIGHT BUTTON' the park scrolls when you hold down the **Right Mouse Button**. The direction and speed of scrolling is determined by the position of the mouse cursor relative to the centre of the screen - try it out, we think you might like it!

The Context Sensitive Cursor

You'll notice that your cursor changes when it moves over different areas of the game screen. This gives you a visual clue as to what you can do.



When placed over the Control Panel or pop up, the cursor appears as an arrow. Click on a button to open or activate that particular pop-up or function (See the *First Steps* section on p.11).



If the game is busy, the cursor appears as an hourglass.



If the cursor is positioned over an object that can be selected, it appears as a pointing finger.



Placed over the ground or a path in your Park, the cursor animation shows a path being laid. This is path-building mode (See the *Laying a Path* section on p.11).



If the cursor appears over an existing queue, it displays a 'build queue' icon. You may edit the queue by clicking on it (See the *Laying a Queue area* section on p.14).



When positioned over land that you've elected to clear, or over flat track, the cursor appears as a bomb. Use this to level the land in order to make way for new features (See the *Pop-ups know your tools* section on p.29).



The cursor displays the 'Connect' icon whenever it's joining up sections of track or linking queues to paths.



When a section of unfinished track is selected, you enter 'build track' mode (See the *Building a Track Ride* section on p.18).



When placing a staff member in your Park (See the *Hiring Staff* section on p.23).



Once you have a feature selected, ready to place, this cursor appears. Simply left click to place the feature (See the *Building a Basic Ride* section on p.12).



When this icon appears you cannot place the feature in the current location. Additionally, the blueprint turns red (See the *Building a Basic Ride* section on p.12).



You don't have enough cash to complete the order (See the *Building a Basic Ride* section on p.12).



Whenever the cursor displays a camcorder icon, left click to go into Camcorder Mode and see all the action first hand (See the *Camcorder Mode* section on p.51).

PYLON EDIT CURSOR STATES

Whenever you select an option from the Roller Coaster Construction Control Panel, the cursor changes to reflect the option that you've selected.



When a roller coaster/log flume pylon is selected, the cursor displays an 'edit pylon' icon (See the *Building a Roller Coaster or Log Flume* section on p.19).



Whenever you alter the location of a roller coaster/log flume pylon, the cursor displays a 'move pylon' icon (See the *Building a Roller Coaster or Log Flume* section on p.19).



If you adjust the height of a roller coaster/log flume pylon, the cursor displays a pylon icon with an arrow above it (See the *Building a Roller Coaster or Log Flume* section on p.19).



If you are rotating a roller coaster/log flume pylon, the cursor displays a 'rotate' icon (See the *Building a Roller Coaster or Log Flume* section on p.19).



If you are pivoting a roller coaster/log flume pylon, the cursor displays a 'pivot' icon (See the *Building a Roller Coaster or Log Flume* section on p.19).



If you have selected the 'Swap a Track section up through a pylon' option from the Roller Coaster Construction Control Panel, the cursor displays an upwards-pointing arrow icon (See the *Building a Roller Coaster or Log Flume* section on p.19).



If you have selected the 'Swap a Track section down through a pylon' option from the Roller Coaster Construction Control Panel, the cursor displays a downwards-pointing arrow icon (See the *Building a Roller Coaster or Log Flume* section on p.19).

THEME PARK WORLD ONLINE

Go online

Theme Park World Online brings together Theme Park fans from all over the world. Our website contains the latest news and information on the game, plus hints & tips from the brains at Bullfrog®. You can even display all your published parks on a personalised web page by visiting the My ThemePark pages. Key features:

- Publish your parks and invite your friends to visit.
- Visit other parks and vote for the ones you like best.
- Access to our club newsletter and special bulletins.
- Send e-mail postcards from your parks.
- Join chat sessions in our dedicated chat parks, or invite friends to your own chat parks.
- Special invitations to our members-only online conferences with the creators of your favourite Bullfrog games.
- Download New Rides for your Theme Parks.

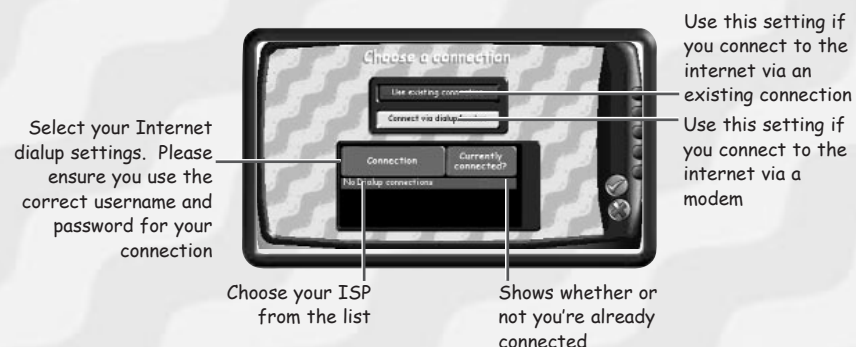
CREATING YOUR THEME PARK WORLD ONLINE ACCOUNT

In order to use any of the online features of Theme Park World, you must have an account first.

1. Visit the Theme Park World website (<http://www.themeparkworld.com>).
2. Click 'PLAY ONLINE' button and select 'CREATE NEW ACCOUNT'.
3. Specify a date of birth, Choose a user name and password and complete the online registration forms.
4. Once you've filled out all the fields, click, 'ACCEPT' to create your account.

CONNECT TO INTERNET

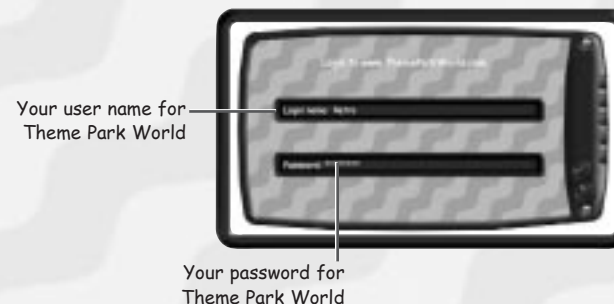
Now you've created your Theme Park World account, you need to connect to the Internet.



Note: TPW dialup only displays existing Windows dial up accounts. If you are using AOL or other similar connections, connect to the Internet manually before logging on to Theme Park World Online. Choose 'USE EXISTING CONNECTION' if you already have a connection.

LOGIN TO THEME PARK WORLD ONLINE

Enter your user details for Theme Park World



Note: This is the user name and nickname you created when you registered at Theme Park World online, not your savegame nickname.

FORGOTTEN YOUR PASSWORD?

If you forget your password, please visit the Theme Park World website (<http://www.themeparkworld.com>), go to 'MY DETAILS' and click the 'FORGOT PASSWORD?' button.

Publish Park

If you're ready to publish your park, follow the instructions below.

Your published parks can be visited by other owners of Theme Park World. When another Theme Park World player visits your Theme Parks you win Platinum Tickets which can be used to download new rides from the website.

Each city in the world can host a maximum number of parks, so maybe you should find an empty one to publish your park in.

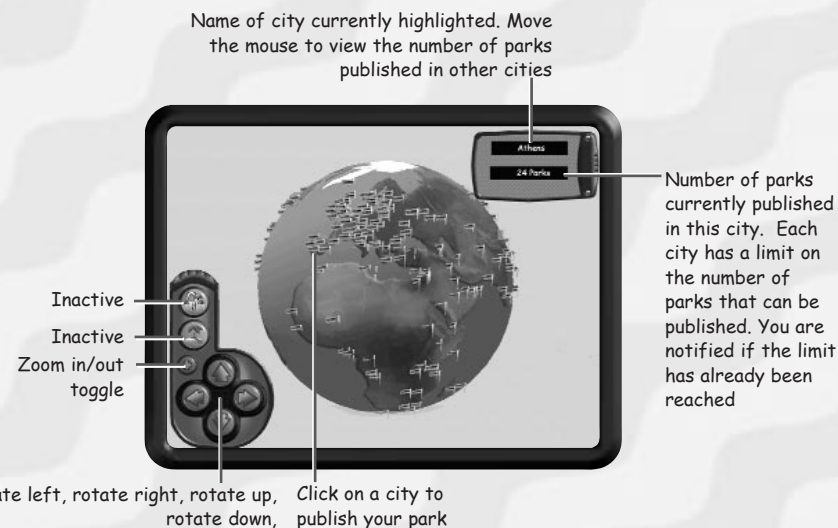
You can vote for your favourite parks, each city on Theme Park World Online has a top 10 table. There will be competitions and prizes for the best parks!



Note: The city at the North Pole, marked with the Bullfrog flag is not available for publishing parks. This is a city containing parks created by Bullfrog.

ONLINE WORLD

Use the globe control buttons to rotate your view on the world.



Example

If you are already connected to Theme Park World Online:

1. From within your park, press **Esc** to bring up the Game Menu. Select **PUBLISH PARK**.
2. From the Online Lobby, select the city in which you would like to publish your park. Position the mouse over cities to display their name and the number of parks already published there. Left click on the city to publish your park.
3. Enter your park name and description and click the tick button to accept.

Note: The size of the flags marking each city are proportional to the number of parks published within each city. The bigger the flag, the more parks have already been published there.

Visit Parks & Chat

Why not visit parks published by other Theme Park World players then vote for your favourite parks? You can even chat with their creators or with hundreds of other people in our dedicated chat satellites.

The first time you visit this section, you'll see the game news and system news (see the *Online News* section below).

SELECT PARK TO VISIT



- Click on a city to enter it and view more information about the parks published there (see the *Online Lobby Screen* section on p.66)
- Click on a satellite to enter chat park.

ONLINE NEWS

Read the latest game and system news. Find information about latest downloadable rides, the current top players and parks, additions of extra cities to Theme Park World Online and lots more!



FIND PARK

List of parks generated from your player search. Park Name, theme city, current rank, number of visits and number of votes displayed

Name	Theme	City	Position	Visits	Votes
Ben's Park	Jungle	New York	1000	22	1
Ben's Park	Jungle	New York	1000	22	1
Ben's Park	Jungle	New York	1000	22	1
Ben's Park	Jungle	New York	1000	22	1
Ben's Park	Jungle	New York	1000	22	1
Ben's Park	Jungle	New York	1000	22	1
Ben's Park	Jungle	New York	1000	22	1
Ben's Park	Jungle	New York	1000	22	1
Ben's Park	Jungle	New York	1000	22	1
Ben's Park	Jungle	New York	1000	22	1

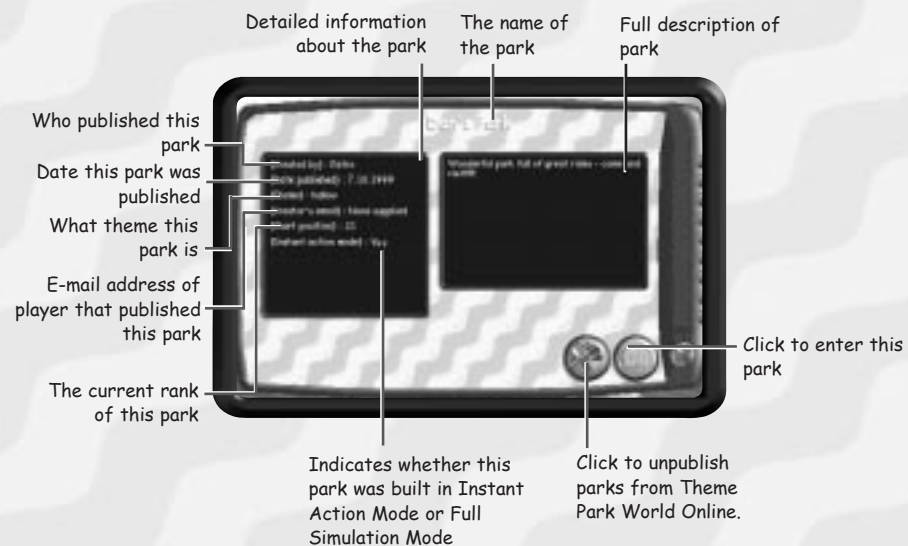
Click on a park to see more information (see *Online Park Info*)

Type in the user name whose parks you would like to see

Hit this to start your search

ONLINE PARK INFO

View detailed information about the published parks and unpublish your parks.



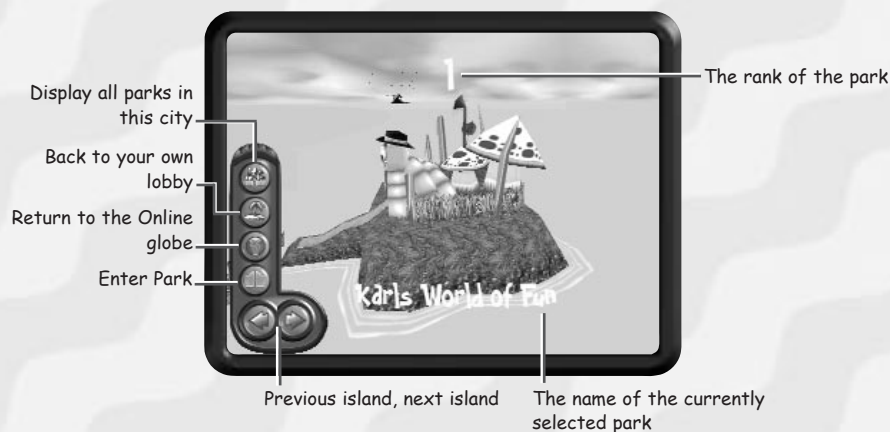
Once you've entered the park, you will automatically switch to Chat Mode (See the *Chat* section on p.67).

You may want to Unpublish Parks to create more space for your latest parks. Don't forget, you can only publish a set amount of parks.

Note: This button is only available for your own parks.

ONLINE LOBBY SCREEN

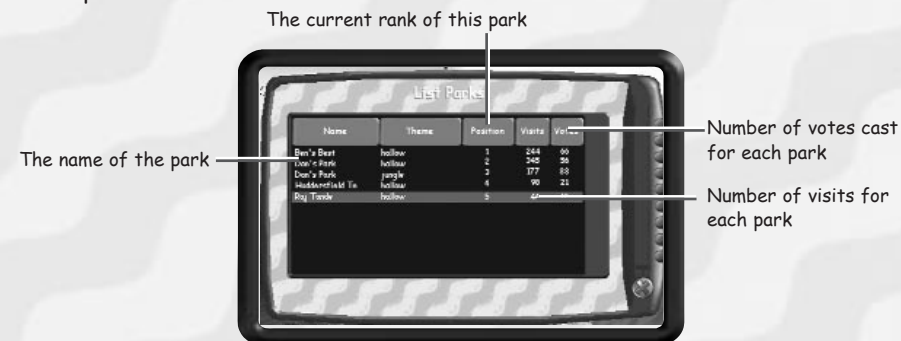
View the top 10 parks currently published in the city. Each park is displayed as an island. To find out more information about the published park, click on the island.



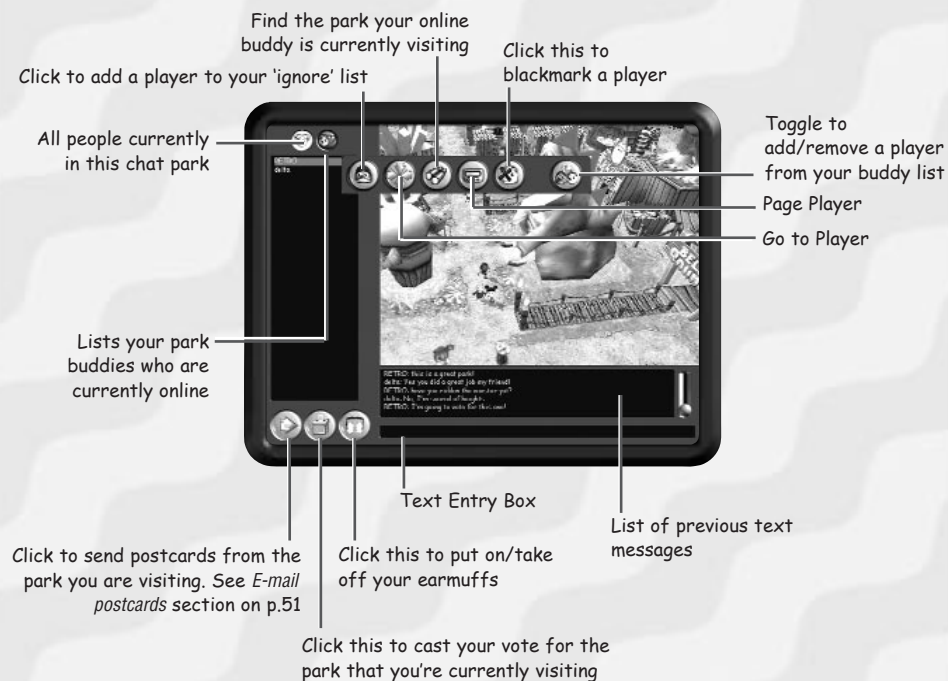
- To see all the parks published in this city, click the List Park Button (see *List Parks* section on the next page).

LIST PARKS

Use the List Parks screen to view information about parks not currently in the top 10.



Chat



- When you visit an online park, you can also chat to other visitors. To chat, simply type text into the text entry box and press return. Your message will be broadcast to everyone in your vicinity (See Chat Features on p.67).
- Be careful because you only have a set amount of votes to cast each day! Use the Vote button to register your vote.

Note: You cannot vote for chat satellites or Bullfrog endorsed parks.

Getting around in Chat Mode

In Normal Mode

- Left click to walk to destination.
- Double click to teleport to destination.
- Press the Vote button to cast your vote.
- Press F4 to switch between fullscreen and Chat Mode.

In Camcorder Mode

- Use the cursor keys to navigate around the park.
- To ride a ride, simply walk up to the ride queue and enter the ride.
- To switch to Camcorder mode, press C.

Chat features

When chatting, there are several different ways to talk to other people. Some of these are available from the menu, and some by entering commands in the text entry box.

The different methods are displayed as different colours in the chat message history. Here is a list of commands. The colour appears in brackets after each command.

Note: In these examples, the names 'Dan' and 'Bjarne' are used for illustration purposes only. Your own name will appear in place of Dan's.

/Say - The default method of communicating. What you say will be seen by people in your vicinity (white).

Example: /Say Hello - Displayed as "Dan: Hello".

/Tell - This is a private message to a single person (blue).

Example: /Tell Bjarne Hello - Displayed on Bjarne's screens as "Dan tells you: Hello".

/Shout - This message is seen by all visitors in the park, so use it wisely or people will ignore you (red).

Example: /Shout Hello - Displayed as "Dan shouts: Hello".

/Emote - A way of expressing emotions or actions (white).

Example: /Emote is bouncing up and down - Displayed as "Dan is bouncing up and down".

OTHER COMMANDS

These commands are available from the interface, or by typing in the command in the text entry box. To use the interface, right click on the person in the list you want to action and select the appropriate button from the pull out menu.

GENERAL

Buddy List.

Once Theme Park World Online is up and running you can add friends and other TPW users to your buddy list.

This is a list of users that you have marked as chat buddies.

Labelling someone a chat buddy allows you to find them if they are visiting any park, not just the park you're currently visiting.

You can send messages to your buddies if they're in a different park by using the page player button. You can jump to the park your buddy is visiting by clicking on the goto player button.

- Right click on the users name in the in-park list to access the user menu.

To add someone to your buddy list:

Right click on their name in the people in park list. Click on the 'add to buddy list' button to add them.

To remove someone from your buddy list:

Right click on their name in the people in park list, or the buddy list. Click on the remove from buddy list button to remove them.

To ignore a particular user:

Right click on a name in the people in park list and then click the 'IGNORE' button.

To remove them from your ignore list, click the ignore button again.

Blackmarking players

Chatting in Theme Park World Online should be fun for all. To ensure that it is, we have added a mechanism to allow abusive players to be reported. If a user is seen to be abusive they may be disconnected from chat or disconnected from Theme Park World Online.

Please refer to the Terms and Conditions for a full description of what constitutes chat abuse. If you find a player that is being abusive you can add them to your 'IGNORE' list. If the player continues to harass or annoy other users, you can blackmark them. This will notify the Theme Park World Account Supervisor who will be able to review the conversation and act accordingly

To blackmark a player:

Right click on a name in the people in park list and then click the blackmark button. There is no un-blackmark feature.

Note: Please do not abuse the backmarking system; it is there for your safety. Blackmarking a player who has not been abusive may result in suspension of your account.

Buddy commands - Can also be accessed through the Buddy Button Panel.

/Page - Sends a page message to someone on your buddy list (green).
Example: "Dan is paging you".

/Locate - Find out where your friends are. Displays the park and city they are visiting.

Example: /Locate Dan will return "Dan is currently in Halloween World in San Francisco".

/Goto - This exits you from your current chat park and lets you jump to your buddy's location.

Additional commands

/AFK - Away from keyboard. Tell other players that you may be away from your keyboard for a while. Use this if you have to leave your computer but want to remain in the chat park.

To exit /AFK Mode, enter any other command (or type /AFK again)

Hints and Tips

GENERAL

Place an Entertainer next to the end of the queue for a popular ride. As the punters stream past him on the way to the ride they'll be cheered up by his amusing antics. If the ride breaks down and the customers come back out of the queue, he'll be there to keep their spirits up.

Before opening your park make sure it's worth opening. Build a couple of rides, a shop, a sideshow, a Staff Room and Toilets at least.

Visitors do not like walking long distances so when you have a large park you should put some very exciting attractions at the back of the park if you want people to go there.

Add Security measures. When the park gets busy security measures allow your Guards to catch pranksters before they can annoy too many visitors. With good security camera coverage, you only need one guard. When your park grows and profit is good perhaps consider hiring more.

Watch for Happy Zones! If you notice an area of your park is making people very happy then make the most of it. Visitors pay a little more at the shops if they are happy!

Beware Sickness! If you build food and drink shops near the entrance to fast or exciting rides, don't be surprised if the kids look a bit green when they step off the ride!

Kids love big parks! The more attractions you have in your park, the more kids will want to come to the park They'll also be willing to pay more! Remember; keep raising your park entry ticket price to make the most of this.

CLEANLINESS

Problem Areas. After a few months you may notice problem areas developing in your park. Setting staff patrol routes will counter these. Toilets are an obvious danger zone so set a Cleaner or two to patrol past them on a regular basis.

Litter Bins. Make sure there's a Litter Bin near all your Food and Drink Shops! If kids find themselves with a handful of litter, they'll be more inclined to put it in the bin if you've thoughtfully placed one nearby.

Floral Air Freshener! Nothing absorbs the heady aroma of a dirty toilet like a nice bit of flora. Liberal planting of bushes and trees around your toilets considerably reduces the nasty smells they emit.

RIDES

Queues and Exits. Ensure the visitors can get in and out of all your attractions. They get very annoyed when they want to go on a ride but the queue or exit is not connected to the path.

Planning Track Rides. Water rides and go-kart tracks take up a lot of room! Plan carefully, so that they are a feature, rather than an inconvenience to the development of your park.

Excitement. Ensure your Roller Coasters are exciting by putting in lots of steep climbs, banking the corners, building loops and so on. remember, too many thrills will make your customers ill and may even drive them away!

Research! Once you've built all the available attractions you should start researching new ones. Remember; you must hire a scientist before research will start. Unfortunately, Scientists are expensive so don't hire more than you can afford!

CREDITS

Production: Karl Fitzhugh, Jeff Gamon, Graham Johnson, Richard Leinfellner, Andy Nuttall, Jon Taylor, Nichola Weatherup

Programming: Ben Board, Paul Brooke, Matt Chilton, Robin Green, Andy Kerridge, Will Leach, Morten Pedersen, Bjarne Rene, Rajan Tande, Mike Willis

Online Programming: Andy Buchanan, Ben Deane, Mark Lamport

Additional Programming: Martin Bell, David Bryson, Dene Carter, Simon Carter, Austin Ellis, Mark Feldman, Martin Griffiths, Mark Huntley, Andrew McDonald, Alistair Milne, Jarl Ostensen, David Picon, Jan Svarovsky

Art: Pete Amachree, Simon Britnell, Richard Castle, Drew Cattnach, Adrian Crofts, Kevin Duffy, Ian Faichnie, Steve Leney, Mark Machin, John McCormack, Roger Mitchell, Gary Welch

Additional Art: Adam Attew, Niki Broughton, Joe Cavalla, Mike Green, John Kershaw, Ian Lovett, Andy Pang, Darran Thomas

Sound and Music: James Hannigan, Richard Joseph, Adele Kellet, Mark Knight, Nick Laviers, Bill Lusty, Rebecca Parnell, Elaine Williams

Voice of the advisor: Lewis MacLeod

Game Balance: Pete Blow, Ken Malcolm

Scriptwriting: Tony Sheeder

Online and Website: Dan Blackstone, Nina Dobner

FMV and Video Production: Jamie Bradshaw, Jason Lord

Testing/QA: Richard Allen, James Boyle, Jamie Bury, Olly Byrne, Rob Charlish, Lawrence Doyle, Steven Lawrie, Phil Mansell, Ross Manton, Toby Older, Becky Pimlott, Nathan Smethurst, Rob Stevens, Darren Tuckey

Additional Testing: Chris Killpack, Andy Trowers

Localisation: Carol Aggett, Nathalie Duret, Linda Ericsson, Lucy Hargood, David Lapp, Ricardo Martinez, Atsuko Matsumoto, Bianca Normann, Mia Opancar, Petrina Wallace, CTO S.p.A., Hed Arzi Multimedia, IPS Computer Group, Utrax Multimedia Productions

Language Testing: Steve Archer, Andrea Bernardoni, Lionel Berrodier, Manuel Bertrams, Alvaro Corral, Simon Davison, Sacha van Ginkel, Katarzyna Gryglewska-Cebrat, Henrik Larsen, Tomasz Pieniazek

Documentation: James Lenoël, Oli Ladenburg

Manual Design and Layout: John Montague

Pack Design & Layout: Caroline Page

Marketing and Public Relations: Owen O'Brien, Chris Plummer, Lidia Stojanovic

CQC: Simon Romans

Special Thanks: Braydon Burgess, Cruz Chilaka, Chuck Clanton, Simon Handby, Simon Harris, Chris Morgan, Iain Quick, Masa Nemoto, Mike Richardson, Colin Robinson, Henry Ryan, Ian Shaw, Lisa Stokes, Kaine Varley, Daren Watson, Greg Williams, Tilehouse School in Denham

Designed By Bullfrog

NOTICE

ELECTRONIC ARTS RESERVES THE RIGHT TO MAKE IMPROVEMENTS IN THIS PRODUCT DESCRIBED IN THIS MANUAL AT ANY TIME AND WITHOUT NOTICE. THIS MANUAL, AND THE SOFTWARE DESCRIBED IN THIS MANUAL, IS UNDER COPYRIGHT. ALL RIGHTS ARE RESERVED. NO PART OF THIS MANUAL OR THE DESCRIBED SOFTWARE MAY BE COPIED, REPRODUCED, TRANSLATED OR REDUCED TO ANY ELECTRONIC MEDIUM OR MACHINE-READABLE FORM WITHOUT THE PRIOR WRITTEN CONSENT OF ELECTRONIC ARTS LIMITED, PO BOX 181, CHERTSEY, SURREY, KT16 0YL, ENGLAND. ELECTRONIC ARTS MAKES NO WARRANTIES, CONDITIONS OR REPRESENTATIONS EXPRESS OR IMPLIED, WITH RESPECT TO THIS MANUAL, ITS QUALITY, MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR PURPOSE. THIS MANUAL IS PROVIDED "AS IS". ELECTRONIC ARTS MAKES CERTAIN LIMITED WARRANTIES WITH RESPECT TO THE SOFTWARE AND THE MEDIA FOR THE SOFTWARE. IN NO EVENT SHALL ELECTRONIC ARTS BE LIABLE FOR ANY SPECIAL, INDIRECT OR CONSEQUENTIAL DAMAGES. THESE TERMS AND CONDITIONS DO NOT AFFECT OR PREJUDICE THE STATUTORY RIGHTS OF A PURCHASER IN ANY CASE WHERE A PURCHASER IS A CONSUMER ACQUIRING GOODS OTHERWISE THAN IN THE COURSE OF A BUSINESS.

LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this computer software product that the recording media on which the software programs are recorded will be free from defects in materials and workmanship for 12 months from the date of purchase. During such period defective media will be replaced if the original product is returned to Electronic Arts at the address at the rear of this document, together with a dated proof of purchase, a statement describing the defects, the faulty media and your return address.

This warranty is in addition to, and does not affect your statutory rights in any way.

This warranty does not apply to the software program themselves, which are provided "as is", nor does it apply to media which has been subject to misuse, damage or excessive wear.

Returns After Warranty.

Electronic Arts will replace user-damaged media, current stocks allowing, if the original media is returned with a Eurocheque or postal order for £7.50 per CD, payable to Electronic Arts Ltd.

Please remember to include full details of the defect, your name, address and, where possible, a daytime telephone number where we can contact you.

Electronic Arts Customer Warranty, P.O. Box 181, Chertsey, Surrey, KT16 0YL, UK.

Software and Documentation © 1999 Electronic Arts Inc. All rights reserved. Theme Park, Bullfrog and the Bullfrog logo are trademarks or registered trademarks of Electronic Arts Inc in the US and/or other countries. All rights reserved. Bullfrog Productions Ltd is an Electronic Arts™ Inc company.

Windows is either a trademark or registered trademark of Microsoft Corporation in the United States and/or other countries. All rights reserved. All other trademarks are the property of their respective owners.